NES-UM-USA-1★

MARIO'S KEEP

CO-OP

INSTRUCTION BOOKLET

NESDRAUG

Mario's Keep is a puzzle platformer. It is a hack of the original Super Mario Bros. (1985) by Nintendo.

Please support the original creator by buying their current products.

This game is not to be distributed or sold in any way.

Patch

Choose a ips file to patch your .nes file of Super Mario Bros. (W) with a patching software such as Lunar IPS or MultiPatch to patch.

Story

The Mushroom Kingdom is yet again under attack. In order to keep Princess Peach safe Mario and his friends have built a big safehouse, a Keep.

Unfortunately Bowser, King of the Koopa and his minions took over the place and even worse: The Princess is missing!

Mario and Luigi have to figure out the sequence of the rooms, rescue the princess and find all 9 floors.

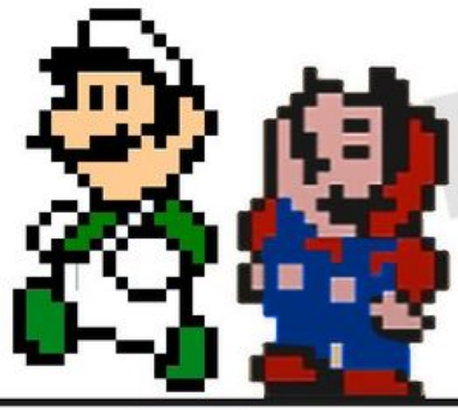
Game

Mario's Keep a puzzler. A hack which requires tricky jumps, but not totally glitch abusing skills to pass. You have to figure out the sequence of the rooms, rescue the princess and find all 9 floors.

You start with 50 lives. And get a 1UP for each 50 coins.
Hold A+Start on the title screen if you get a GAME OVER.

When you beat the game you will be able to choose world with the B button.

HINT: It's not always good to be big, sometimes you might need to take a hit and be small Mario to proceed.



Mario can use vines and ropes
to climb up, but will also be able pass any
object on the right side of the vine.

Be sure to stay on the right side! Beware,
those vines and ropes are hard to handle!

There are hidden blocks which can be used
to jump from.

Big Mario will be able to clip through walls
if there's a hidden block beside it!
Try ducking and slide under a used block!

You can find powerups in order to break blocks and find his way through the level.

Be careful where you stand while getting the mushroom! Sometimes you don't want Mario to turn big just yet...

You can jump on enemies to use them as a jumping board and launch into areas that are hard to reach.

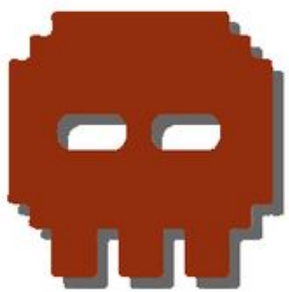
Carefully plan your moves to make your way trhough the levels.

Development

This hack is based on a project started by w7n.
In 2018 *NesDraug* took over development. The abandoned hack featured 3 levels and the finished hack features new graphics, altered game mechanics, new music and a total of 25 levels.

Since people started speedrunning this hack in 2020 NesDraug patched the game with a new version with improved graphics and took care of a lot of bugs.

The Co-Op version differs from the single player version called Mario's Keep 1,3. This is to make the puzzles possible to solve with two players.



Crew

Developer: NesDraug
Adjust_remain.ips patch by: sjk-e351
Scroll Patch: ATA
Two player hack by: Corpse Grinder and Ti
Special Thanks to: Eden.GT and SpiderDave for patch collection, beta testing and help.
Also extra credit and thanks to: w7n for starting this project.
Original Game by: Nintendo (1985)

PROGRAMS USED:
- SMB Utility
- SMB Title Editor
- Tile Layer Pro
- SMB Graphics Workshop
- FCEUX
- Game Genie Guy
- Lunar IPS
- YYCHR
- SmbTitleEditor (English)

2021 NESDRAUG